

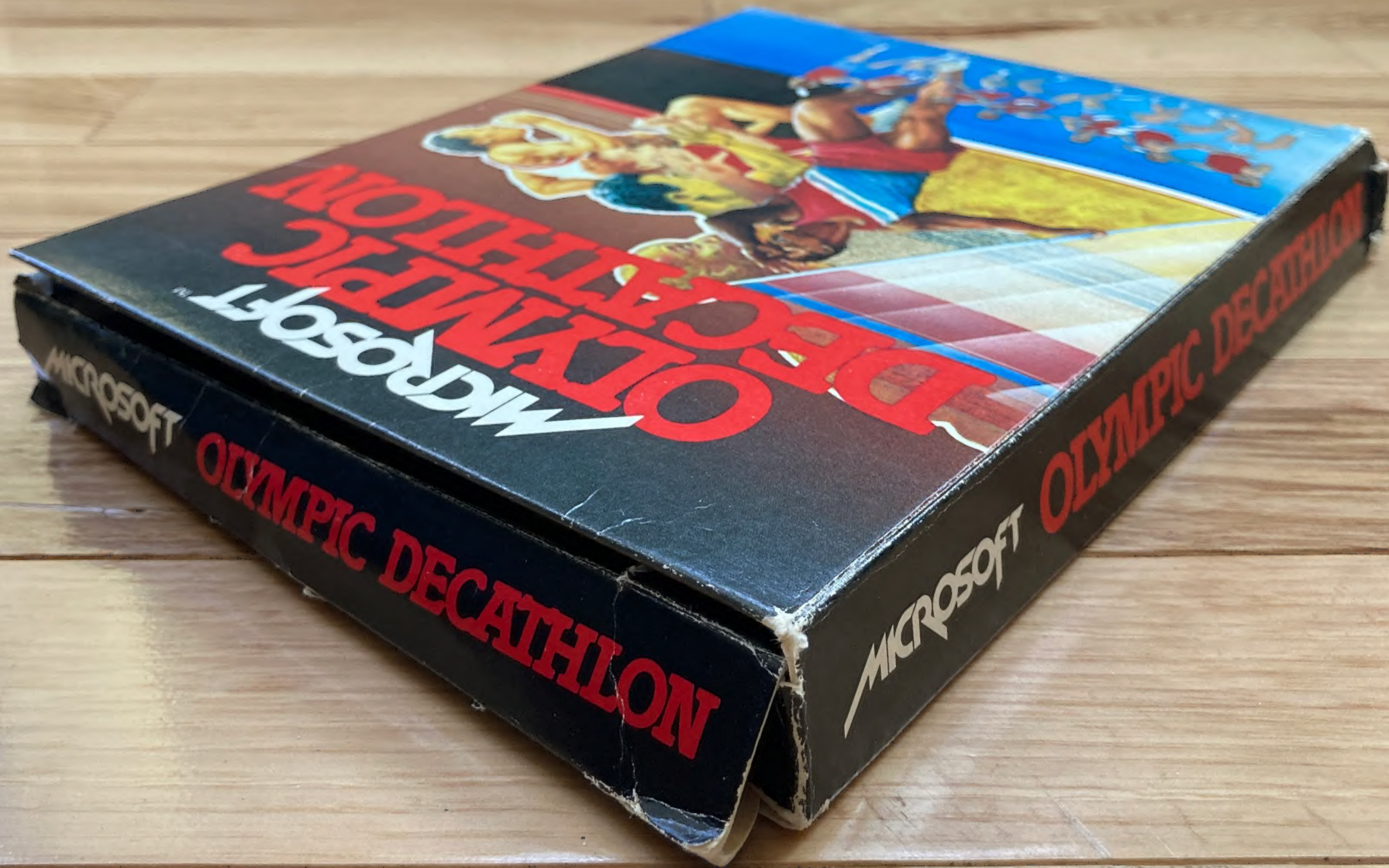
OLYMPIC DECATHLON

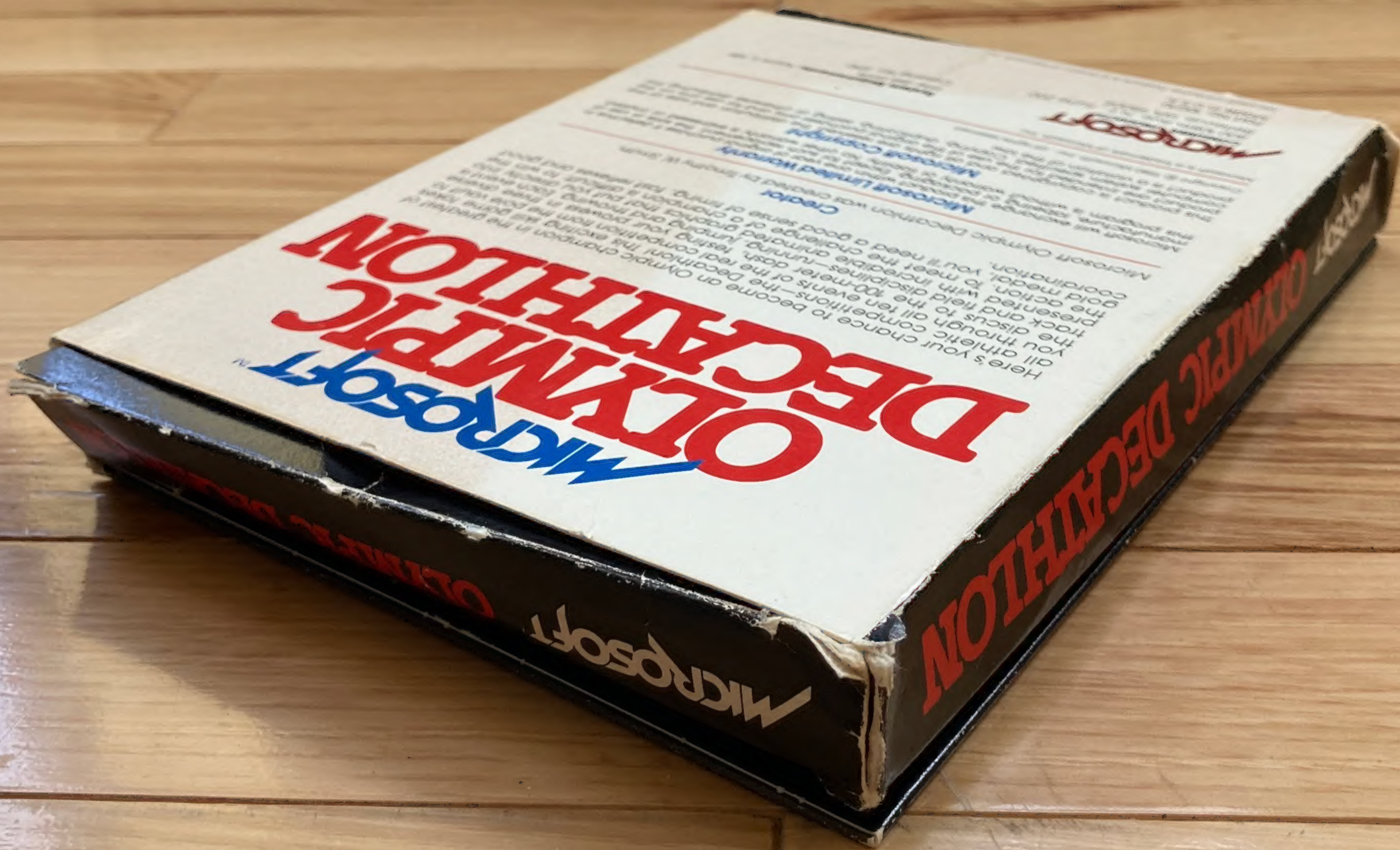
MICROSOFT™

OLYMPIC DECATHLON









MicrosoftTM OLYMPIC DECATHLON

Here's your chance to become an Olympic champion in the greatest of all athletic competitions—the Decathlon. This exciting new game tests your athletic skills in ten events—100-meter dash, 400-meter dash, 800-meter dash, 1500-meter dash, 5000-meter dash, 10000-meter dash, 20000-meter dash, 40000-meter dash, 80000-meter dash, and 160000-meter dash. You'll need a good sense of timing, fast reflexes and good coordination. You'll need to meet the challenge of a gripping and fast-paced action. To meet the challenge of a gripping and fast-paced action, you'll need to meet the challenge of a gripping and fast-paced action. To meet the challenge of a gripping and fast-paced action, you'll need to meet the challenge of a gripping and fast-paced action.

Creditor

Microsoft Limited Warranty

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MICROSOFT OLYMPIC DECAATHLON

Meet your chance to become an Olympic champion in the greatest of all athletic competitions—the Decathlon! This exciting skill game takes the athlete to the 100-meter dash, testing your prowess in three diverse track and field disciplines—running, jumping and throwing. Each event is presented with incredible animated graphics that put you directly into the action. To meet the challenge of a champion is difficult: to win the gold medal, you'll need a good sense of timing, fast reflexes and good coordination.

Microsoft Olympic Decathlon was created by Timothy W. Smith.

Creator Microsoft Limited Warranty

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System Requirements: Apple II, 48K
one disk drive
Catalog No. 2210

MICROSOFT
CONSUMER PRODUCTS
420 12th Ave. N.E., Suite 200
Bellevue, WA 98004
Part No. 2210
Made in USA

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OLYMPIC DECAATHLON

MICROSOFTTM OLYMPIC DECATHLON

Here's your chance to become an Olympic champion in the greatest of all athletic competitions—the Decathlon! This exciting skill game takes you through all ten events of the real competition from the pole vault to the discus to the 100-meter dash, testing your prowess in three diverse track and field disciplines—running, jumping and throwing. Each event is presented with incredible animated graphics that put you directly into the action. To meet the challenge of a champion is difficult; to win the gold medal, you'll need a good sense of timing, fast reflexes and good coordination.

Creator

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Part No. 10G10
Made in U.S.A.

System Requirements: Apple II, 48K
one disk drive
Catalog No. 2210

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Olympic Decathlon
For Apple II
System Requirements
48K, One Disk Drive
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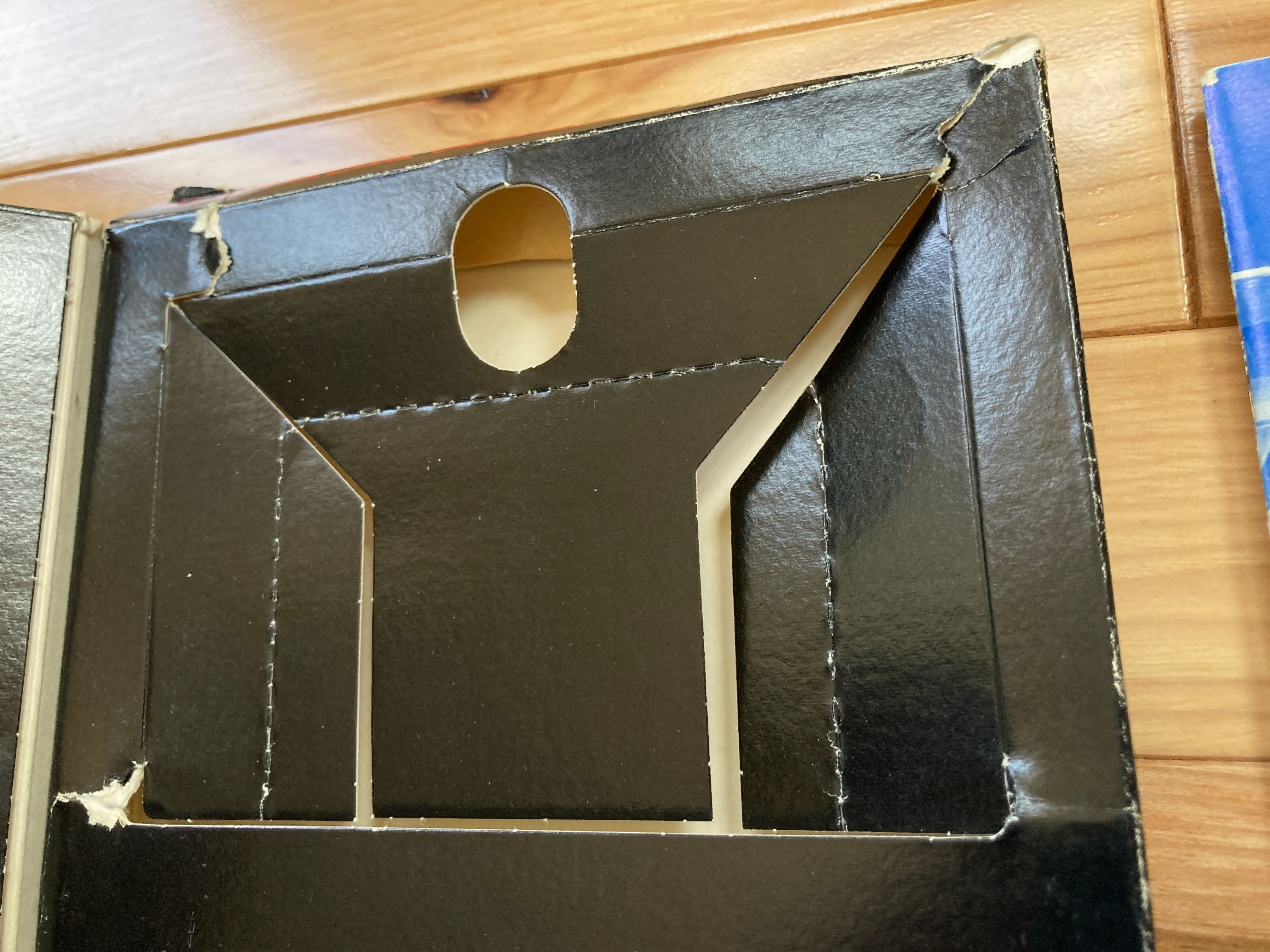
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Olympic Decathlon

For Apple II

System Requirements
48K, One Disk Drive



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Olympic Decathlon

For Apple II

System Requirements

48K, One Disk Drive

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MICROSOFT OLYMPIC DECAATHLON

REGISTRATION CARD—Please register your product with us so that we may keep you informed of new Microsoft products and program development.

Name _____

Address _____

City _____ State _____ Zip _____

Age _____ Occupation _____

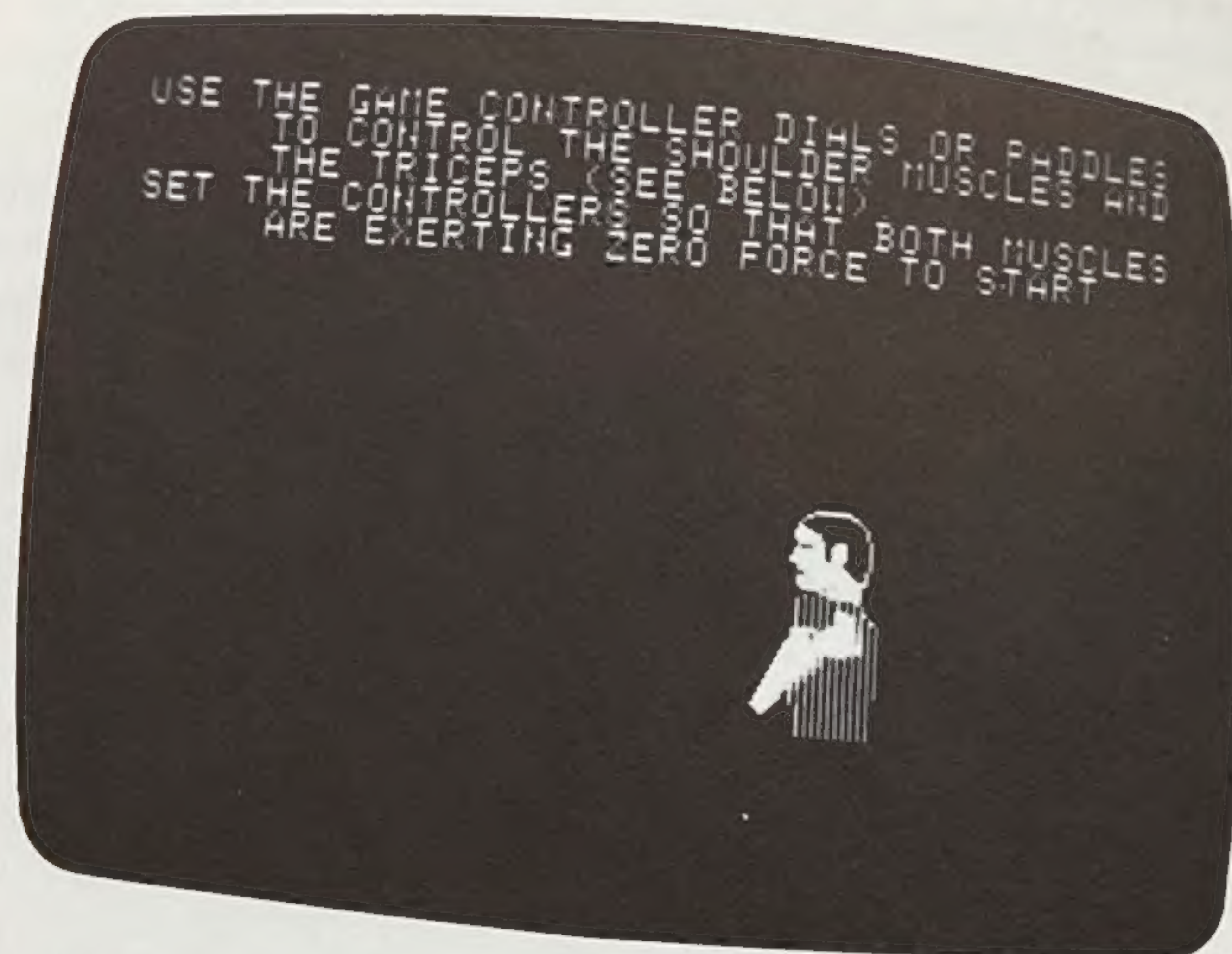
Computer type _____

Peripheral equipment _____

Which Microsoft program did you purchase? _____

Comments _____

The Shot Put



In the shot put, you will attempt to throw or "put" a 16-pound metal ball as far as you can, using an overhand throw.

Each player gets three attempts and each player's score is determined by his/her longest put.

After the computer announces the event, it will display:

ATTENTION NAME:
YOU MAY NOW TAKE YOUR FIRST TRIAL.

This will be followed by:

PRESS **RETURN** FOR INSTRUCTIONS.

On occasion you may be instructed to

TURN DIAL ON EITHER GAME CONTROLLER FOR
INSTRUCTIONS

instead of pressing **RETURN**. Do not be confused if you request. It simply means that the game controllers must be lated to enable the program to proceed. In this case, simply the game controller will clear the system and provide your i

Perform whichever action is requested by the computer. You be told how to do the shot put:

USE THE GAME CONTROLLER DIALS OR PADDLES
TO CONTROL THE SHOULDER MUSCLES AND THE TRICEPS
(SEE BELOW).
SET THE CONTROLLERS SO THAT BOTH MUSCLES
ARE EXERTING ZERO FORCE TO START.

Take a little time to figure out which muscle is associated with each dial on the game controller, and how turning each dial affects the amount of force applied. When you are ready, turn the dials so that both are reset to zero.

The computer will then display:

YOU MAY BEGIN WHEN READY.

As soon as you begin to apply muscle force to the shot, the shot will begin to move and it cannot be stopped. Use a combination of the triceps and shoulder muscles to guide the shot outwards and upwards. The triceps pull the arm open, exerting a force on the shot to the forearm. The shoulder muscles raise the upper arm, exerting force on the shot in the direction of the forearm.

The shot moves in very slow motion to give you time to make adjustments in the muscle forces, but you should try to move as quickly as possible to increase its momentum.

As always, use the **ESC** key to proceed to the next event or **?** to check the standings.

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